```
GFXColor
     + g
     + b
     + a
     + GFXColor()
     + GFXColor()
     + GFXColor()
     + GFXColor()
     + netswap()
     + clamp()
            +low ambient color
                +high_color
                +low_color
            +high ambient color
Atmosphere::Parameters
+ radius
```

+ scattering